

ATARI 'DOS' SUMMARY

STARTUP

DOS resides in system RAM, concurrently with the user program. It is loaded into memory on a disk boot with a disk containing DOS & FMS. Immediately after loading, it will look for a file named D1:AUTO SYS; if present, and in load file format, it will be loaded into memory. This can be used to change margins, etc..

When DOS is run, it displays its menu (in DOS SYS). After any function call that writes to the screen, the menu is redisplayed.

After displaying the menu, DOS gives the 'SELECT ITEM' prompt. The user then types the letter (A thru N) corresponding to the function to be called. That function will prompt for any parameters needed, perform the requested actions, and (usually) return to menu select ('SELECT ITEM') message.

PARAMETERS

DOS functions usually display a message requesting parameters. The parameters are separated by commas and terminated by carriage return. Parameters are either hexa-decimal numbers or file-names; 'D:' is added to file-names if no device is specified. Some parameters have options, which are specified by a slash (/) and option character immediately following that parameter. Some commands allow the use of the wild card '*' which indicates any number of alphanumeric characters ('?' stands for exactly one character).

If BREAK is hit during parameter entry, DOS returns to menu select.

Atari DOS Summary; Rev B, cont.
1/21/80

'LOAD' ROUTINE

DOS contains a subroutine for loading from a file to memory. The file must be in standard load format.

LOAD = \$1319

Entry:

IOCB #1 is closed; ICBAL, ICBAH point to dev:filspec

Exit:

IOCB #1 is closed; register X contains:

- 0: load completed successfully
- 1: open errors, Y=error code
- 2: read errors, Y=error code
- 3: bad load file

'DOS' MENU

A. Disk Directory	I. Format Disk
B. Run Cartridge	J. Duplicate Disk
C. Copy File	K. Binary Save
D. Delete File(s)	L. Binary Load
E. Rename File	M. Run at Address
F. Lock File	N. Define Device
G. Unlock File	O. Duplicate File
H. Write DOS File	

Atari DOS Summary; Rev B, cont.
1/21/80

FUNCTIONS

A. DISK DIRECTORY:

DIRECTORY -- SEARCH SPEC, LIST FILE?

Both parameters are optional. First is search specification for files to be listed; if not given, 'D:.*' (list all files) is used. If a device only is specified (eg 'D2:'), '.*' is appended to it to list all files on that device. Second parameter is where to write the directory listing, default is 'E:'.

Examples:

```
cr          - list all files on 'D:' to the screen
,P:cr      - list all files on 'D:' to the printer
*.SYS,SYScr - list all files on 'D:' with extension
               'SYS' to 'D:SYS'
```

B. RUN CARTRIDGE

Checks cartridge flag to assure a cartridge is present and jumps thru cartridge run vector. Does not execute operating system warm start code, but warm start (WARMST) flag is set to indicate warm start.

C. COPY FILE

COPY -- FROM, TO?

Copies from first dev:file given to second. Copying is terminated by end-of-file status on the input file (control-3 is an end-of-file from the keyboard). If either parameter is 'C:'; the '/S' option may be specified for short lRG mode. If the second parameter is a disk file, '/A' may be specified to perform an append to that file. No wildcards are allowed. The two file names must be different. See O. Duplicate file to copy a file from one diskette to another with only one disk drive.

Atari DOS Summary; Rev B, cont.
1/21/80
FUNCTIONS, cont.

C. COPY FILE, cont.

Examples:

E:,FILEcr	- copy from screen editor to 'D:FILE'. End text with control-3
C:/S, PROG	- copy a short IRG made cassette file (eg., a BASIC program saved by CSAVE) to 'D:PROG'
F1,F2/A	- append contents of 'D:F1' to 'D:F2'

Copies from any serial device (ie, D:) to cassette are not allowed.

D. DELETE FILE(s)

DELETE FILE SPEC

The parameter specifies the file to delete; it may contain FMS wildcard characters (* and ?), in which case the directory of the specified device is searched for all files that match. The '/N' option may be given for no query before deleting; otherwise each filename will be displayed on the screen and 'Y' must be typed for it to be deleted.

Examples:

PROG/Ncr	- delete 'D:PROG' without query
*.*cr	- query for all files on 'D:', delete those requested by typing 'Y'

Atari DOS Summary; Rev B, cont.
1/21/80
FUNCTIONS, cont.

E. RENAME FILE

RENAME, GIVE OLD NAME, NEW

Calls FMS to rename first file given to second file-name. The second file-name must not have a 'device:' prefix. Wildcards are allowed, all files matching will be renamed.

F. LOCK FILE

WHAT FILE TO LOCK?

Locks the specified file. Locked files may not be written or deleted. Wildcards are allowed.

G. UNLOCK FILE

WHAT FILE TO UNLOCK?

Unlocks the specified file. Wildcards are allowed.

H. WRITE 'DOS' FILE

WRITING NEW DOS.SYS FILE

Writes FMS & DOS from memory to 'D:DOS.SYS', and writes the boot sector to sector one. May be used to make copies of the DOS, or to save changes made to DOS in RAM.

I. FORMAT DISK

WHICH DRIVE TO FORMAT?

Parameter is drive number (1 thru 4) containing disk to be formatted. A query is made to double-check the drive number, then the disk is formatted.

Atari DOS Summary; Rev B, cont.
1/21/80
FUNCTIONS, cont.

J. DUPLICATE DISK

DUP DISK - SOURCE, DEST DRIVES?

The 2 parameters are disk drive numbers and must be from 1 to 4. The source disk (first given) must be an FMS structured disk. Copies all data on source disk to destination disk.

If the 2 drive numbers given are the same, the user program area is used as a buffer; the user is prompted to insert source diskette, sectors are copied until the buffer is full, the user is prompted to insert destination diskette and they are written out. This process is repeated as many times as necessary to copy the entire diskette.

K. BINARY SAVE

SAVE -- GIVE FILE, START, END

Start and end are hexadecimal numbers specifying the first and last byte of the memory area to be saved. Memory is written to the specified file in standard load format. If the file is a disk file, it may have the '/A' option, in which case load data will be appended to the file with no load file header (used for creating a load file which loads into 2 non-contiguous memory areas).

Examples:

MEM, 31A, 33D - write locns 31A to 33D to 'D:MEM'
 in load format

MEM/A, 20D3, 212D - append load records for locns
 20D3 to 212D to 'D:MEM'

Atari DOS Summary; Rev B, cont.
1/21/80
FUNCTIONS, cont.

L. BINARY LOAD

LOAD FROM WHAT FILE?

Device or file given must be in standard load format. Loads from the file into memory. If RUNAD (=\$2E0, \$2E1) is loaded from the file, it is assumed to be an execution address and control is transferred there after a successful load.

M. RUN AT ADDRESS

RUN FROM WHAT ADDRESS?

The parameter is a run address in hexadecimal. Control is transferred there.

N. DEFINE DEVICE

LOGICAL DEVICE, PHYSICAL DEVICE?

The first parameter must be a letter followed by a colon, with no file-name. The second parameter must be a complete dev:file spec (eg, 'P:', 'D:FILE', not 'D:'. 'FILE' is ok as it is changed to 'D:FILE'), or absent.

Creates a logical (ie, imaginary) device with the first device name. Any references to this device are treated as references to the physical dev:file given as the second parameter. Logical devices are deleted by a define device with no second parameter given; all logical devices are deleted by a warmstart (system reset). System defined devices (S: K:, E:, P:, C:, and D:) may be redefined by define device.

Examples:

P:,OUTPUTcr	route 'P:' references to 'D:OUTPUT'
I:,INPUTcr	route 'i:' references to 'D:INPUT'
O:cr	render 'O:' an undefined device

Atari DOS Summary; Rev B, cont.
1/21/80
FUNCTIONS, cont.

O. DUPLICATE FILE

NAME OF FILE TO BE MOVED?

Parameter is the name of a file to be copied from one diskette to another, using a single disk drive. Source disk should be inserted before typing file-name. A message is printed to prompt the user to insert the destination disk after data has been copied into RAM; the source disk is then removed and the destination disk inserted into the same drive.